

Franklin®

MWD-400

Merriam-Webster®
dictionary

USER'S GUIDE / MANUAL DEL USUARIO

BOOKMAN® II

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Contents

Congratulations on your purchase of the MWD-400! With this dictionary you can find over 80,000 entries, correct misspellings, save words to My

Word List, sharpen your spelling and increase your vocabulary with Learning Exercises, and play fun, educational word games.

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Key Guide

Main Keys

calc

Goes to the calculator.

conf

Goes to the Confusables® list.

conv

Goes to the Conversions menu.

dict

Goes to the dictionary.

games

Goes to the Games menu.

learn

Goes to the Learn menu.

setup

Goes to the Setup menu.

Function Keys

clear

In the dictionary, goes to the Entry screen. In the calculator, clears all entries. In the converter, goes to its main menu.

back

Backs up, erases a letter, or turns off the highlight at an entry.

cap

Shifts to type capital letters and punctuation marks.

enter

Enters a word, selects an item, or begins a highlight in an entry.

help

Displays a help message.

on/off

Turns the unit on or off.



At the Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

Direction Keys



Move in the indicated direction.



In the dictionary, goes to the previous or next entry.



At menus and dictionary entries, pages down. At the Entry screen, types a space.

► About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your MWD-400 is malfunctioning.

Key Combinations*



At a dictionary entry, goes to the top or bottom of an entry. At menus, goes to the top or bottom of a list.



At the Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint or shuffles the letters.

**Hold the first key while pressing the second.*

Calculator Keys

q-p

Types numbers.

a (1/x)

Calculates a reciprocal.

s ($\sqrt{}$)

Calculates a square root.

d (x^2)

Squares a number.

f (%)

Calculates a percentage.

g (.)

Inserts a decimal point.

h(+), **j**(-)

Adds, subtracts, multiplies or divides numbers.

k(x), **l**(÷)

Changes the number on

z (+/-)

the screen to a negative or positive number.

x (M+)

Adds the number on the screen to the number stored in the memory.

c (M-)

Subtracts the number on the screen from the number stored in the memory.



v (MR)

Recalls the number stored in the memory.

b (MC)

Clears the memory.

► Help is Always at Hand

You can view a help message at any screen by pressing . Use the direction keys to read the message. To exit help, press .

To read a tutorial describing how to use the product, select *Tutorial* from the Setup menu.

Installing Batteries

Your MWD-400 is powered by two CR2032, 3-volt batteries. Follow these instructions to install or replace them.

Warning: If the batteries wear out completely, or if you take more than approximately one minute while changing the batteries, any user-entered information will be erased. You should always keep written copies of your important information.

1. Turn the unit over.
2. Lift the battery cover on the back of your MWD-400 by pushing it in the direction of the arrow.
3. Install the batteries positive side facing up.
4. Replace the battery cover.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

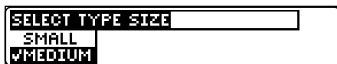
Changing the Settings

When using this dictionary, you can adjust the screen contrast, the shutoff time, and the type size. The shutoff time is how long your MWD-400 stays on if you forget to turn it off.

1. Press **setup**.



2. Use the arrow keys to highlight **Contrast**, **Shutoff**, or **Type Size** in the Settings menu.
3. Press **enter**.

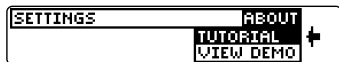


4. Press **up** or **down** to highlight a new setting and press **enter** to select it. Press **back** to leave the setting unchanged.

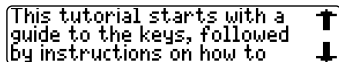
Viewing a Demonstration or Tutorial

You can view a tutorial or a demonstration of this dictionary at any time.

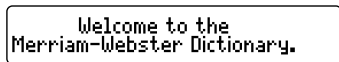
1. Press **setup**.
2. Press either **right arrow** or **left arrow** to select the **About** menu.
3. Press **down arrow** or **up arrow** to highlight either **Tutorial** or **View Demo**.



4. Press **enter**.



This is part of the Tutorial.



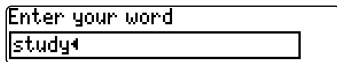
This is part of the Demo.

To stop the demonstration or exit from the Tutorial and go to the Entry screen, press **clear**.

Finding Definitions

It's easy to look up a word in this dictionary. Simply type it in at the Entry screen.

1. Press **dict**.
2. Type a word (e.g., *study*).



To erase a letter, press **back**.

To type a capital, hold **cap** and press a letter key.

To look up a hyphenated word, type a space in place of the hyphen.

3. Press **enter** to view the definition.



4. Press **down arrow** or **space** to read the definition.
5. Press **next** or **prev** to view the next or previous definition.

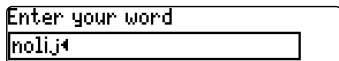


6. Press **clear** when finished.

Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically. You can even spell it phonetically.

1. Type a misspelled word (e.g., *nolij*).



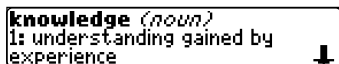
To erase a letter, press .

2. Press .



3. Press or to highlight a correction.

4. Press to view its dictionary entry.



To go back to the correction list, press



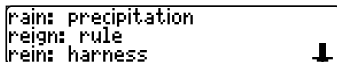
5. Press when finished.

Finding Confusables®

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, CONF will flash in the upper right of the screen.

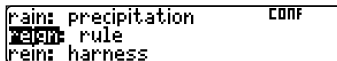
1. Type a word (e.g., *rain*).

2. Press .



Confusables are displayed with identifying words.

3. Press and then highlight a word.



4. Press to define it.



5. Press when finished.

Finding a Letter in a Word

If you know how to spell part of a word, you can use MatchMaker™ to find words containing those letters by typing a question mark (?) in place of each unknown letter.

1. Press **dict**.
2. Type a word with ?'s (e.g., *st??y*).

Enter your word
st??y

3. Press **enter**.

stacy
stogy
stony

4. Press **↓** or **↑** to move the highlight to the word you want and press **enter** to view its definition.

5. Press **clear** when finished.

Word Finding Tips

You can also use ?s to help solve crossword puzzles. For example, you can search for a five-letter word in which its second letter is *h* and its last letter is *w*. Enter *?h??w* to see possible answers.

Finding a Series of Letters

You can also use MatchMaker to find prefixes, suffixes and other parts of words. To do so, type an asterisk (*) in a word. Asterisks stand for a series of letters.

Note: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Type a word with an * (e.g., *intra**).

Enter your word
intra*

To type an asterisk, hold **cap** and press *****.

2. Press **enter**.

intramural
intransigence
intransigent

3. Press **↓** or **↑** to move the highlight to the word you want and press **enter** to view its definition.

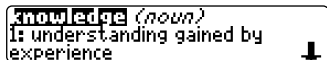
intramural (adjective)
: within a school

4. Press **clear** when finished.

Highlighting Words

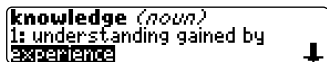
Another way to look up words is by highlighting them in dictionary entries or word lists. Then you can find *their* definitions, Confusables®, or add them to My Word List.

1. At any text, press  to start the highlight.



To turn the highlight off, press .

2. Press the arrow keys to highlight a word.



3. Do one of the following:

To ...

define the word

view Confusables

add the word to

My Word List

Press ...







Using My Word List

You can save up to 40 words in My Word List for personal study or review. This list is saved unless the batteries run out of power or your MWD-400 is reset.

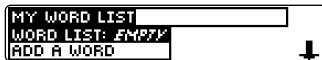
Warning: All the words in My Word List will be erased if your batteries run out of power.

► Adding Words

1. Press .




2. Select *My Word List*.



If you haven't added words to your word list, *Word List: Empty* appears.

3. Select *Add a word*.

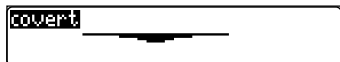
4. Type a word (e.g. *covert*) and then press  to add it.

► Viewing My Word List

1. Press  and select *My Word List*.

2. Highlight Word list: 1 word and press

enter

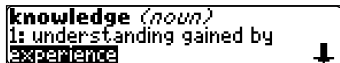


This is a word list of one word.

► Adding Highlighted Words

At any text, you can highlight a word and add it to My Word List.

1. At text, press **enter** to start the highlight.
2. Use the arrow keys to highlight a word.



3. Press **learn**.

4. Select Add "your word".



Your selection is included in the menu item.

5. Press **enter**.

► Deleting One Word from My Word List

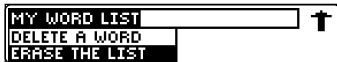
1. Press **learn** and select *My Word List*.
2. Select *Delete a Word*.

3. Press **⬇** or **⬆** to highlight the word you want to remove and press **enter**.



► Erasing My Word List

1. Press **learn** and select *My Word List*.
2. Press **⬇** or **⬆** to highlight *Erase the List*.



3. Press **enter**.



Press **y** if you want to erase the entire list or press **n** to cancel.

► Adding Words Not Found in This Dictionary

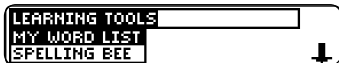
When you add a word not in this dictionary, you're given three options: *Cancel*, *Add Anyway*, or *Correction List*. Select an option. Caution: Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, My Word List may hold as few as 10 words.

Using Learning Exercises

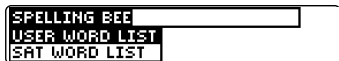
You can test your spelling skills and improve your vocabulary with Learning Exercises.

► Spelling Bee

1. Press .



2. Press or to highlight *Spelling Bee* and press .

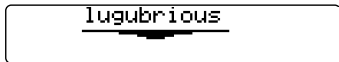


You can use words from My Word list or words in the SAT* list.

Note: Because you cannot type accents, accented words from My Word List will not be used in My Spelling Bee.

3. Select the list you want and press .

A word will flash on the screen for you to spell.



* SAT is a registered trademark of the College Entrance Examination Board, which was not involved in the production of, and does not endorse, this product.

4. Type in the word you just saw and press to see if you spelled it correctly.
5. Press to see the definition of the word or press for a new word.
6. Press when finished.

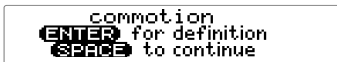
► Flashcards

1. Press .
2. Press or to highlight *Flashcards* and press .



You can use words from My Word list or words in the SAT list.

3. Select the word list you want and press .



A word will be displayed on the screen for you to study or define.

4. Press when finished.

Playing the Games

► Selecting a Game



Press **games**. Use the arrow keys to move the highlight to the game of your choice and press

enter.

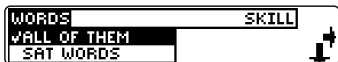
► Changing Game Settings

You can choose the source and size of the words, the skill level and the number of players (for Tic Tac Toe and Link Four).

1. Press **games**.
2. Press **cap** + **↑** to highlight **Game Settings** and press **enter**.



3. Press **▶** or **◀** to highlight **Words** or **Skill**.
4. Press **↓** or **↑** to highlight a new setting.



The selected setting is marked with a ✓.

5. Press **enter** when finished to save the new settings. Press **back** return to the **Games** list.

► Getting Help in the Games

During any game you can read instructions by pressing **help**.

In any game except Tic Tac Toe and Link Four, you can get a hint by holding **cap** and pressing **?** or reveal the game word(s) by pressing **?**.

Note: If you reveal the word(s), you lose the round.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #s.







Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark(s).

Anagrams








Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The

Playing the Games

number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press . Use the arrow keys to view anagrams you've already entered. Hold  and press  to shuffle the letters in the selected word. Press  to end a round and reveal the word. Press  to see the definition of the word. Press  to return to Anagrams.


Jumble

Jumble tests your ability to unscramble letters and form words. Before you play, select a word list. You can also type a word to play by selecting "Enter Your Own". Jumble shows a series of letters. Type words made from these letters and then press . Hold  and press  to shuffle the letters in the root word. To see the definition of a particular word, use  or  to move the highlight to the word you want and press . Press  to return to Jumble.

Tic-Tac-Toe

In Tic-Tac-Toe, your challenge is to get three X's in a row before your opponent can get three O's in a row.




You can choose to play 1 Player Tic-Tac-Toe in which you play against the MWD-400 or 2 Player Tic-Tac-Toe in which you play against a friend.

Use the arrow keys to move your X to the spot that you want and then press . Then your opponent, either the computer or a friend, will place an O. The game ends when one side places three in a row or if there is a tie.

Link Four

The object of Link Four is to make an unbroken chain of four playing pieces either side-to-side, up-and-down, or diagonally.

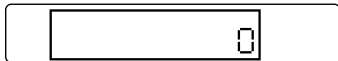
You can choose to play 1 Player Link Four in which you play against the MWD-400 or 2 Player Link Four in which you play against a friend.

Try to link four of your pieces or block your opponent to prevent him from linking four. Use  or  to move the marker located on the top of the screen to the row of your choice. Press  to drop your piece. The playing piece displayed on the right side of the screen indicates whose turn it is. The game ends when someone links four or if there is a tie.

Using the Calculator

► Making Calculations

1. Press **calc**.

A rectangular calculator display with a thin border. Inside, there is a smaller rectangular area representing the screen, which shows the number 0.

2. Type a number.

A rectangular calculator display with a thin border. Inside, there is a smaller rectangular area representing the screen, which shows the number 23.

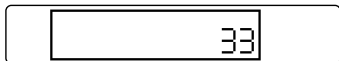
You can type up to 10 digits.

3. Press **h (+)**, **j (-)**, **k (x)**, **l (÷)** to add, subtract, multiply, or divide.

4. Type another number.

A rectangular calculator display with a thin border. Inside, there is a smaller rectangular area representing the screen, which shows a plus sign followed by the number 10.

5. Press **enter**.

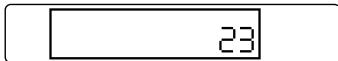
A rectangular calculator display with a thin border. Inside, there is a smaller rectangular area representing the screen, which shows the number 33.

To repeat the calculation, press **enter** again.

6. Press **clear** to clear the current calculations.

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.

A rectangular calculator display with a thin border. Inside, there is a smaller rectangular area representing the screen, which shows the number 23.

2. To add the number on the screen to the number stored in memory, press **x (M+)**. To subtract the number on the screen from the number stored in memory, press **c (M-)**.

A rectangular calculator display with a thin border. Inside, there is a smaller rectangular area representing the screen, which shows the letter M followed by the number 23.

M indicates the number is stored in memory.

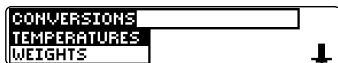
3. To retrieve the number from memory, press **v (MR)**.
4. To clear the memory, press **b (MC)**.

Using the Converter

The converter allows you to easily convert measurements and currency.

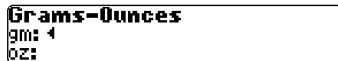
► Making Metric Conversions

1. Press **conv**.



2. Select a conversion category (e.g., *Weights*).

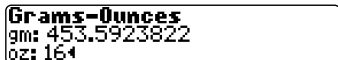
3. Select a conversion (e.g., *grams/ounces*).



4. Type a number after one of the units.

Press **↵** or **⇐** to move between the lines. Press **back** to delete a number.

5. Press **enter** to convert it.

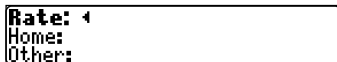


6. Press **clear** when finished.

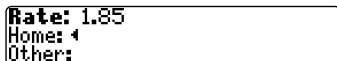
► Making Currency Conversions

1. Press **conv**.

2. Press **cap** + **⇐** to highlight *Currency Converter* and then press **enter**.



3. Enter a conversion rate and press **enter**.



The rate should be in units of the other currency per one unit of the home currency (n other/1 home). In this example, one unit of the other rate is worth 1.85 times the amount of one unit of the home currency.

4. Enter an amount for the home or other currency (e.g., *200 home units*).

Press **↵** or **⇐** to move between the lines. Press **back** to erase a number.

5. Press **enter** to convert it.



Resetting Your MWD-400


If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold  and press .

If nothing happens, try Step 2.

2. Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Pressing the reset button with more than light pressure may permanently disable your MWD-400. In addition, resetting the MWD-400 erases settings and user-entered information.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key,  or by removing/replacing batteries.

Copyrights, Trademarks, and Patents

Model: MWD-400 *Dictionary*

- Batteries: two CR-2032 lithium
- Size: 12 x 8.3 x 1.4 cm.
- Weight: 113.40 g.

Contacts

For registration and sales call 1-800-266-5626 (U.S. only) or visit us at www.franklin.com. Please have your product number (**MWD-400**) and date of purchase handy when you call to register. For customer service call 609-239-4333. For technical support call 609-386-8997.

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty.

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U.S. Patents 4,490,811; 4,830,618; 4,891,775;
5,113,340; 5,203,705; 5,218,536; 5,229,936; 4,982,181;
5,295,070; 5,333,313; 5,153,831; 5,249,965; 5,321,609;
5,396,606;

Euro. Pat. 0 136 379

German Pats. M9409743.7 and M9409744.5

UK Reg. Des 2044953

PATENTS PENDING.

ISBN 1-56712-522-0

FCC Notice

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Note: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Limited Warranty (outside U.S.)

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Limited Warranty (U.S. only)

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FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

FPD-28032-00
P/N 7201932

Rev A